missionmaker

Hints and Tips 1

Playing MissionMaker

Moving around and investigating

- **Look around** – hold down right mouse button and move mouse.
- **Move** – use the cursor "arrow" keys.
- **Move and look** – combine the above.
- **Crouch** – CTRL.
- **Jump** – Spacebar.
- **Run** – SHIFT and cursor keys.
- **Activate an object** eg. door or lever – click the object (if it has been programmed to respond).

Inventory

- **Pick up object** – click and drag it into the "inventory" area of the screen.
- **Drop an object** – drag it out of the inventory and let go. (This may be used to put an object in a particular place or just to create space in the inventory.)
- **Inspect an object** – pick it up and click the magnifying glass in the inventory.
- **Throw an object** – pick it up, move to the place where you want to throw it and click the "throw" icon in the inventory.
- **Use an object** (eg. food or gun) – pick it up and click "use" in the inventory.

Other

- **Camera** – press F6. Click the "shutter" icon (top right of camera display). You can take multiple pictures, add notes and look through and delete your pictures. Click the "X" (bottom right of camera display) to return to normal view. When you exit the game you will be given an opportunity to save your pictures and notes as an "RTF" file which can be loaded into Word.
- **Snapshot** – press F12 for a screenshot. You will be immediately asked to name and save the "JPG" file.
- **Speak** – click a character who shows a speech symbol when mouse is over them. Select responses (if available) by clicking in the lower box of the speech dialogue. Click the "X" (bottom right of speech dialogue) to return to normal view.
- **Shoot** – collect gun and ammo (or wand and flowers). Click the gun in the inventory and click "use". Aim cross-hairs at object and click. ESC to return to normal view.

When you have finished

- **Pause** – press F10 to stop the clock. Press F10 again or look around to continue.
- **Exit to editor** – press ESC.
- **Finish** – exit to the editor, click the "Main" tab (bottom right), make sure you have saved (if necessary) and click the "X" (top right of screen) to close MissionMaker.

Note: most of the above will work in the same way in the Mission "Player" software.

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Hints and Tips 2

Creating Games

Rooms/map (**Note:** adding, moving or deleting rooms will require your world to be “rebuilt")

- **Add room** – drag a room from “selector bar” list at top of screen.
- **Rotate room** – keep clicking on the room once placed on the map.
- **Delete room** – click on it then click the waste bin.
- **Switch view** – to switch between map and “walkthrough” views in the main editor window, click the icon above the magnifying glass, beside the main editor window. (You can walk through doors when using the “walkthrough” view in the editor.)
- **Set player start point** – click the “feet” icon beside the main editor window. (This can also be useful when creating a large game map as you can play the game from a chosen point.)

Objects

- **Add object** – drag an object (eg. a prop or special effect) from “selector bar” list at top of screen.
- **Move object** – drag it to a new position. As soon as you have placed it, moving the mouse will rotate it. Drag the yellow arrow above it to raise/lower it.
- **Delete object** – click on it then click the waste bin.

Rules

- **New rule** (effectively done by choosing the ***result***, then ***trigger***, then ***cause***)
  - Click the object that will be changed by the rule.
  - Click the orange arrow to the right of the Property (eg. “Set Active”) or Action (eg. “Toggle State”) that is to be changed. This will bring up the list of “Triggers”.
  - Select a Trigger (eg. “Object trigger”) by clicking the orange arrow to its right.
  - Click the object that the player will click to cause the trigger to activate. (You can also find the object in the “My Game” list if it is not nearby.)
  - Give the rule a helpful name.
  - Click the tick to the top right of the rule to save it.
- **Edit rule** – find the rule in the Associations for one of the objects involved or from the My Game list. Click in the section of the rule (Activator, Trigger or Action) to change then make the change(s). Click the tick to save.
- **Delete rule** – find the rule then click the waste bin.
- **Add extra actions** – once the rule has been created: click Action, find the second Property/Action to change and hold down SHIFT when you click the orange arrow. Complete the new action in the normal way then click the tick to save.

Spatial triggers

- “Trigger volumes” can be added to locations (eg. by a door or in a chest) so that when a person or object enters/leaves that area some action is triggered.

Sounds/media

- Sounds must be added from the “New” menu and named before they can be used.
- Simple conversations can be very complex! See main help guides for information.

When you have finished

- **Play/build world** (when in edit mode) – Click the “>” arrow under the main editing window.
- **Save** (when in edit mode) – Click the “Main” tab (bottom right) and click Save.

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Hints and Tips 3

Glossary

- **Actions** – objects have different actions depending on their type. All can be made to appear ("Set active"); some will make movements or sounds; characters can be made to speak or follow the player.
- **Active** – whether the object is "visible" to the user when playing the game.
- **Active prop** – a prop that can be set to carry out an action (eg. move, or open/close). *Also see Prop.*
- **Associations** – links between objects, rooms, characters, rules etc.
- **Attribute** – a variable for the game as a whole (eg. the countdown timer) or the player (eg. health).
- **Global trigger** – what happens when the game's attributes are changed. eg. The countdown timer reaches zero, or the player runs out of health. *Also see Trigger.*
- **Inventory** – the player's "bag of stuff" that has been collected during the game. Items can be in the inventory from the start of the game by setting the Property "State" to "is owned by player" when a Pickup is first created. *Also see Pickup and Property.*
- **Media** – recorded speech, a sound or a section of video. If a piece of media has not already been identified in the "New" menu, it cannot be added to an object or used in conversation.
- **Pickup** – an object that the player can put in their Inventory. Adding a description can help the player by giving a hint about how the object might be used. A "State" trigger can be used to carry out an action when the player picks it up. *Also see Inventory and Trigger.*
- **Player list** – the list of possible responses that a player can make in a conversation. Rules are used to add responses or clear the list. A response must be added to the player list before it can be used.
- **Popup** – an information panel that appears at the start of the game (using a Global trigger) or as a result of some event or action. Popups are added as "Media" through the "New" menu.
- **Prop** – an object placed in a room as decoration or furniture. Props can be used to hide more important objects and can be made to appear/disappear. *Also see Active, Active prop, Inventory and Pickup.*
- **Properties** – the status of an object (eg. active, or its size).
- **Rule** – a combination of an "Activator" (eg. person, or prop), a "Trigger" and the resulting "Action". *Also see Trigger and Actions.*
- **Spatial trigger** – what happens when a person or object enters/leaves a particular place. *Also see Trigger.*
- **Special effect** – a visual effect (eg. fire, lightning or sparks).
- **State trigger** – what happens when certain Attributes for a person, or Properties for an object are changed. *Also see Attributes, Properties and Trigger.*
- **Teleport** – jump to a different room.
- **Toggle** – switch something between two sates (eg. on to off, or active or to inactive) and back again. If a light switch is toggled: if it is off it will turn on; if it is on it will turn off.
- **Trigger** – an event or action that causes something else to happen.
- **Trigger volume** – a 3-D space, which is invisible to the player but can be set to carry out actions when an item or a character enters it.
- **Vulnerability** – how easy it is to destroy an object or character by shooting it, or using the wand.

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